Z, of a 3D display cube **900**. Corresponding locations on each of the cube **900** faces can provide the multiple symbols for a particular display segment. For example, corresponding display subsegments **902**, **904**, and **906** may provide the multiple symbols corresponding to a particular display segment.

[**0072**] Other manners of arranging the display subsegments of each display segment may also be used. For example, the multiple symbols for each "display segment" can be each of the faces of each individual cube of the entire display cube **900**. As a more particular example, the block **902** may represent a display segment **902**, which is a 3D cube having six faces although some of the faces are not visible as it is currently displayed. Each of these faces may represent a display subsegment of the display segment **902**. Such a particular embodiment would result in six display subsegments per display segment, and paylines can be any predetermined payline throughout the 3D display cube **900**. As will be described more fully below, other embodiments include dynamically-generated paylines which are not predetermined, but rather arise as a result of the occurrence of a predetermined number of adjacent matching symbols. After a spin has stopped, the cube **900** can remain stationary to allow the gaming participant a static view of the cube **900**, or alternatively the cube can rotate to allow the participant to more easily view each face X, Y, Z of the cube **900**, and each face of various layers throughout the cube **900**. As can be seen, a great number of different paylines, whether predetermined or dynamically-generated, can be made available using an embodiment such as that described in connection with **FIG. 9**.

[**0073**] In yet another embodiment, each of the individual cubes of a predetermined path through the cube **900** represents the multiple symbols relating to a display segment. For example, a symbol on each of the individual cubes **910**, **912**, **914**, **916**, **918**, **920** may represent the display subsegments of a particular display segment **922**. Each of the symbols associated with individual cubes **910**, **912**, **914**, **916**, **918**, **920** can then be used in connection with the display segment **922** to formulate a potential winning payline. The paylines formed by the display segments may be horizontal, vertical, diagonal, scatter pay, any other predetermined pattern, or a dynamically-generated payline of adjacent matching symbols as described more fully below.

[**0074**] Secondary or otherwise alternative manners of creating paylines using the multiple symbols is also provided. Referring to **FIG. 10**, an exemplary embodiment is illustrated of adjacent, free-forming paylines in accordance with the present invention. As will be described more fully below, such an embodiment may be used as a secondary manner of providing winning payouts with respect to the multi-symbol display segments described above, or may be used in a bonus mode, or may be operated independently. In this mode, the multiple symbols within each display segment become independent of the overlay grid. For example, the grid **1000** illustrated in **FIG. 10** has an overlay grid of three rows by five columns (i.e., a 5×3 overlay grid). In a secondary mode of operation, this overlay is essentially removed, resulting in a grid of six rows by ten columns (i.e., a 10×6 grid).

[**0075**] In a first embodiment, this mode of operation is triggered upon completion of the primary multi-symbol game being complete and all paylines considered for winning symbol combinations. After the winning symbol combinations have been handled along the predetermined paylines, the secondary mode can be initiated, providing additional results without requiring a new spin by the gaming participant. Any number of predetermined triggering events can initiate such a mode of operation. As another example, if the gaming participant does not win in the primary mode of operation using multiple display subsegments in each display segment, the secondary mode may be initiated. Alternatively, the secondary mode may be played in connection with a bonus event, such that achieving a predetermined symbol combination in the primary mode of play results in a bonus activity as shown in **FIG. 10**. In other embodiment, this "secondary" mode can be independent of any primary game, and may itself be the primary game.

[**0076**] To illustrate its operation, this embodiment essentially disregards any overlaying grid, and views each of the display subsegments as independent display segments. Paylines are dynamically created through achievement of a predetermined number of symbols that are "adjacent" to one another. Symbols that are adjacent may be positioned vertically, horizontally, or diagonally. For example, a string of six star symbols are shown as adjacent matching symbols, thereby dynamically creating a payline based on a predetermined number of matching and adjacent symbols. The six matching star symbols at grid locations **1002**, **1004**, **1006**, **1008**, **1010**, and **1012** provide a payout to the gaming participant, assuming, for example, that six adjacent star symbols is equal to or greater than a requisite number of star symbols required to result in a winning symbol combination. Additional winning dynamic paylines are also illustrated in **FIG. 10**, including the five-circle winning combination at grid locations **1014**, **1016**, **1018**, **1020**, and **1022**. Another winning payline is illustrated at grid locations **1024**, **1026**, **1028**, **1030**, **1032**, and **1034**. As can be seen by the foregoing example, paylines are not predetermined, and are not selected by the user. Rather, paylines are dynamically generated based on the number of matching symbols that are presented adjacent to one another.

[**0077**] Other patterns may be provided as well. For example, in one embodiment, only those symbols that are adjacent in a horizontal or vertical fashion will be deemed "adjacent" for purposes of providing a payout. Alternatively, only symbols that are horizontal, or that are vertical, or that are diagonal, may be deemed adjacent. Symbols may also be deemed adjacent along opposite edges of the display grid, as if the edges were wrapped around to intersect with one another. For example, in one embodiment of the invention, display subsegments at the intersections of R**1**-A/C**2**-A and R**3**-B/C**2**-A are considered "adjacent." All of the display subsegments in row R**1**-A would be considered adjacent to a corresponding one of the display subsegments in row R**3**-B in such an embodiment which in effect assumes that the display grid **1000** is cylindrical along a horizontal axis. An analogous embodiment may assume a cylindrical display grid **1000** along a vertical axis, thereby making display subsegments along column C**1**-A adjacent to corresponding display subsegments along column C**5**-B. Three-dimensional such as that depicted in **FIG. 9** may also be used, such that any adjacent display segment or subsegment on the face and/or within the body of the display cube is "adjacent" for purposes of dynamically generating paylines. Regardless of the particular manner in which adjacency is defined, the